

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
MILD VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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The Story

The Extreme Ghostbusters™ must act immediately!

The ectoplasmic forces, led by the half-human, half-demon Count Mercharior, have kidnapped two key members of the team. The intention of the count is clear: he wants to rule the world and to take his revenge on the ghost hunters!

Without wasting a second, Eduardo and Kylie of the Extreme Ghostbusters™ jump into the famous Ecto-1 ambulance and disengage the hand break to reach their destination. They will have to find the first clues on each level to solve an evil puzzle and finally discover the truth.

It is up to you to find Roland and Garrett and put an end to this terrible threat!



Starting

The Nintendo Game Boy® Advance must be off. Never insert or remove a Game Pak when the console is on. Insert the "Extreme Ghostbusters™: Code Ecto-1" Game Pak in the slot provided on your Game Boy® Advance. Press firmly to lock it in place. Turn on the console.

When you see the introductory screen, press START to reach the Main Menu.

The Principal Menu

New Game: This is the principal play mode to start an adventure with Eduardo and Kylie. To select this mode, use the Control Pad and validate with the A Button.



Password: Passwords are obtained at the end of each level. To continue a game, select the Password and validate with the A Button. Enter the password obtained with the help of the Control Pad and validate the letters and figures with the A Button.

Options: Adjust the various parameters of the game and view the credits.

The Game Modes

For each world available in Extreme Ghostbusters™: Code Ecto-1, you will first have to drive Kylie and Eduardo in the Ecto-1 vehicle (racing mode) to the places of their mission to start exploring a level (platform mode).

Beware of all kinds of obstacles in the congested streets and keep an eye on your chronometer!



The Characters



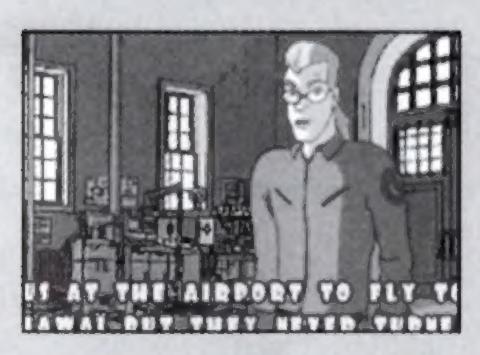
Kylie, who greatly admires the famous Professor Egon Spengler, is an expert in paranormal phenomena. She will do her utmost to find her kidnapped friends and to try and understand what motivates the horrible Count Mercharior.

Kylie is very fast, she can make super-jumps and can transport ghost traps.



Eduardo is a rebellious and cynical guy. Although he tends to be a little lazy, he is determined to save his team and pulverize all those abominable ghosts. Eduardo has a very powerful proton gun, firing in all directions, and can

transport proton bombs.



Professor Spengler is at your disposal to shower you with his useful advice and help you assemble the evil puzzle. Listen carefully to this scientist for he is known all over the world as a great expert in slime.

Equipment And Accessories

- The proton cannon, the ideal arm for ghost hunting. This high-tech machine throws out a very luminous ray (for Eduardo) or salvos of protons (for Kylie), and it can be completely upgraded (levels 1 to 4 for each character).
- The ghost traps to help Kylie capture the ghosts haunting the game.
- The proton bombs to enable Eduardo to destroy the enemies and sealed doors.



Controls



R Button: To use bomb and trap bonuses in platform mode

L Button: To change character in platform mode

Control Pad:

Up: To climb

Right: To move to the right (turn right in racing mode)

Left: To move to the left (turn left in racing mode)

Down: To crouch, descend

Start: Pause

Select: Nothing



B Button:

Platform Mode: To jump (by pressing the B Button two times, Kylie

makes a super-jump)

Racing Mode: To brake, to move back

A Button:

Platform Mode: Press once or several times to fire a salvo of proton

missiles (Kylie)

Press to release a continuous beam of protons

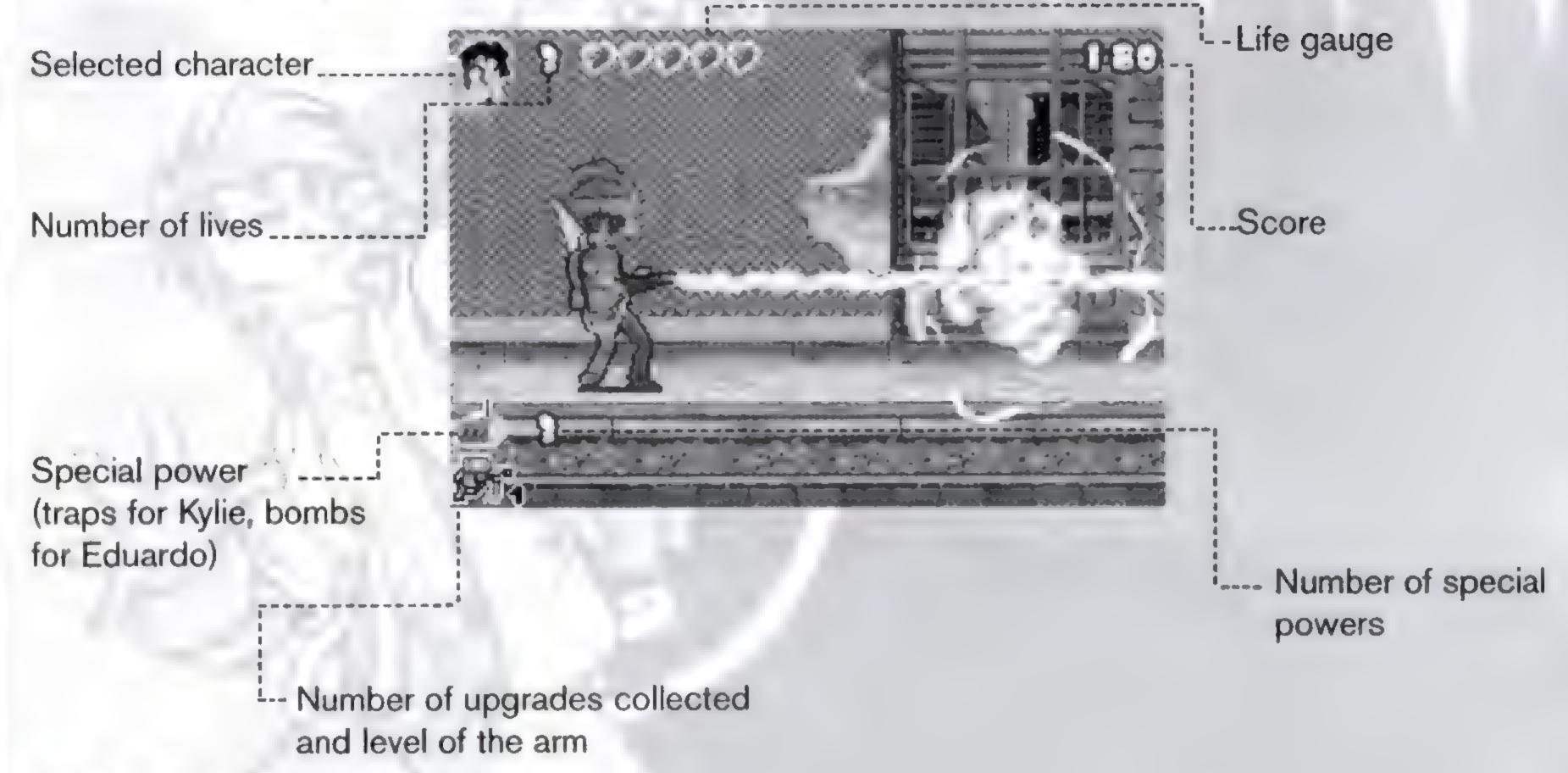
(Eduardo)

Racing mode: Accelerate



Control Panel

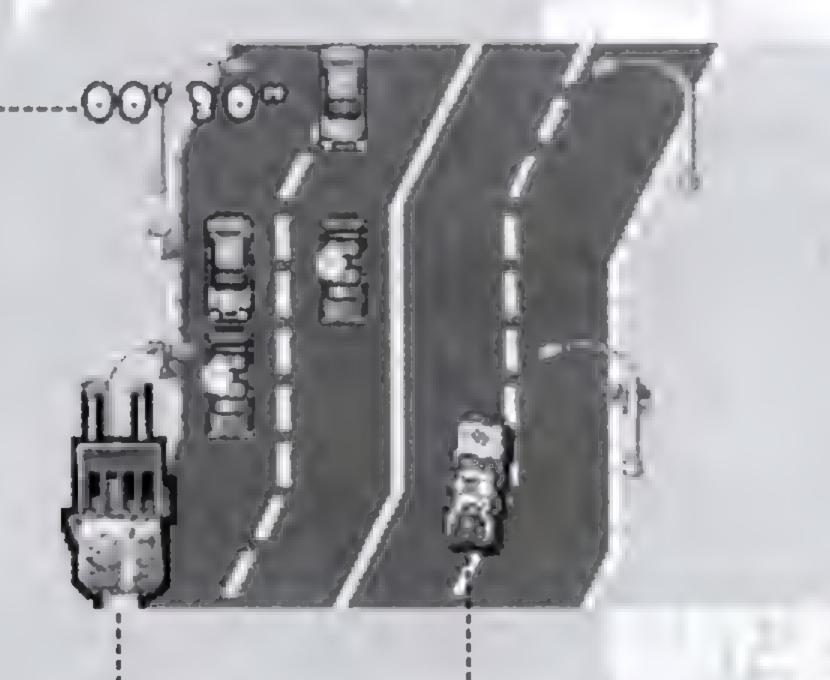
Control Panel For The Characters Played





Control Panel For The Racing Levels

Chronometer.



PKE meter that starts --functioning as one
approaches
the destination

ECTO-1 car



Bonuses



First aid kits raise your life gauge to the maximum (maximum vital energy)



Life batteries raise your life gauge by one grade (vital energy +1)



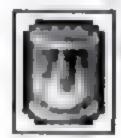
Additional life



The upgrades for Kylie improve the capacities of the proton beam from 1 to 4



The upgrades for Eduardo improve the capacities of the proton canon from 1 to 4



The proton bombs can be collected by Eduardo

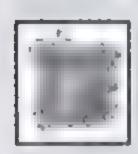




Traps can be collected by Kylie



The stars offer 500 points for scoring



The puzzle pieces can be collected up to a total of 12 (1 per level) to help you face the final boss



The checkpoint



Time bonus during the race level



Credits

Published by DreamCatcher

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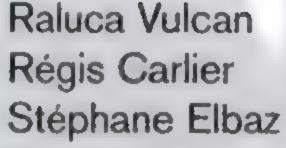
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Nelly Melloul

Alexandra Raymond

Carine Peltier

Arnaud Rossi

Sylvie Souply

Chiara Guigou, Mila Goulon and

Antoine Taravella



Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support - http://www.dreamcatchergames.com

Please visit the Technical Support section of our website at www.dreamcatchergames.com.

We have posted common problems and solutions that may help you. We also suggest that you complete the Technical Support form located at our website. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

Phone Support - 416-638-6151*

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday. Please have the following ready:

- A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 2) Immediate access to your console so the Representative may walk you through the steps.
- 3) Pen and paper to take any notes.

* Phone support is located in Toronto, Canada.

Please note: We do not provide hints via technical support. Hints are available at our website.

Support is available in English only.

Product Warranty

DreamCatcher will gladly replace any Game Pak free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership.

Simply send the Extreme Ghostbusters™: Code Ecto-1 Game Pak and a check or money order for \$12.00 U.S. (to cover postage and handling) to:

DreamCatcher
1658 N. Milwaukee Ave., Suite #450
Chicago, IL
60647

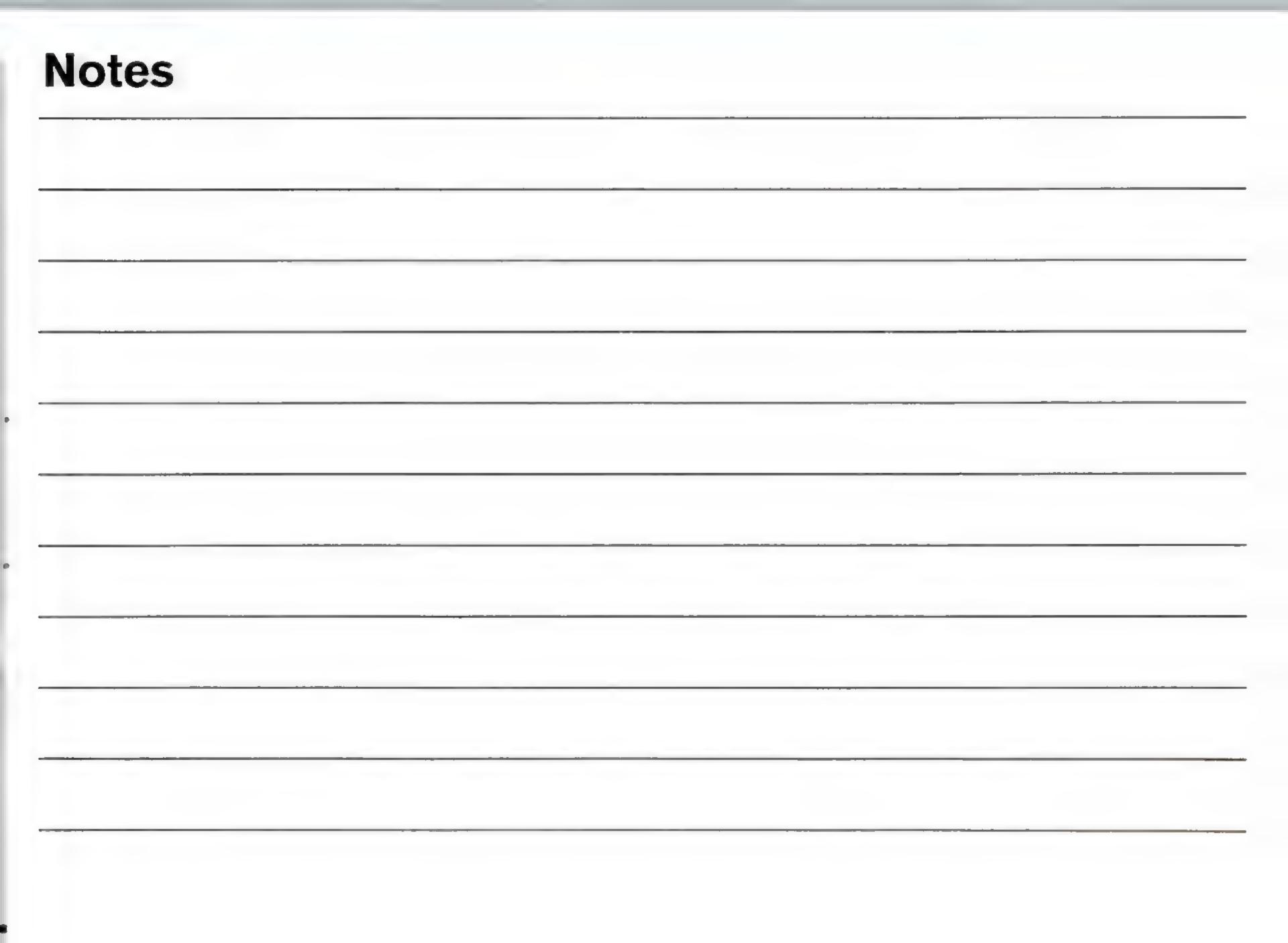
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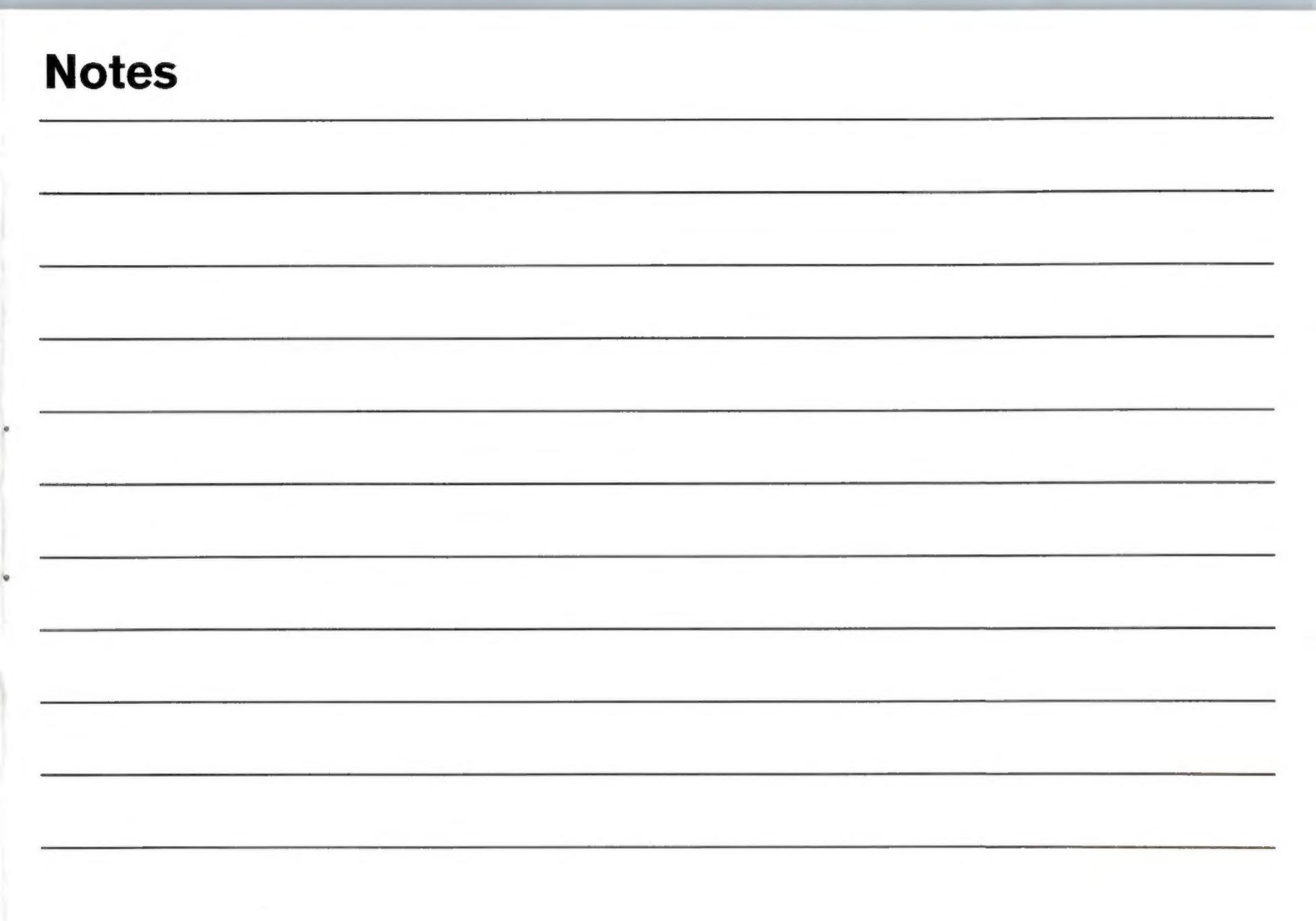
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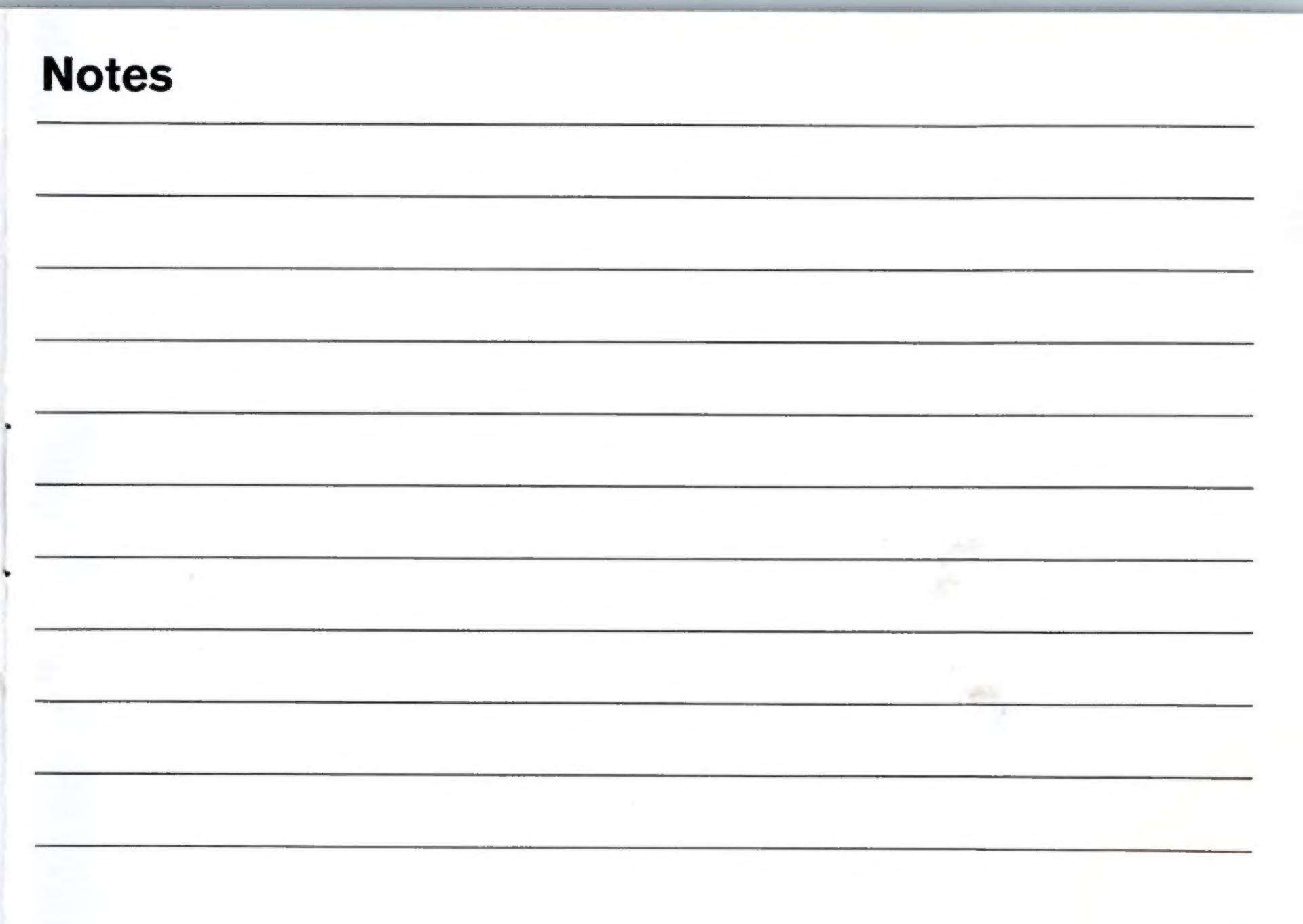
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Notes









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